

CURRICULUM VITAE

30.01.2026

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DEGREES

- 25.09.2019, **Ph.D.**, Interaction Design, Koç University, İstanbul, Türkiye;
 Address: Rumelifeneri Yolu 34450 Sarıyer, İstanbul, Türkiye; E-mail: gsss@ku.edu.tr
- 24.08.2011, **B.Sc.**, Industrial Product Design, Istanbul Technical University, İstanbul, Türkiye.
 Address: Maslak, 34485 Sarıyer, İstanbul, Türkiye; E-mail: mimdekanlik@itu.edu.tr

CURRENT EMPLOYMENT

- 01.09.2022 – Current, **Academy Research Fellow (Full-time)**, Research Centre of Gameful Realities, Tampere University, Tampere, Finland.

PREVIOUS WORK EXPERIENCE

- 02.03.2020 – 30.08.2022, **Postdoctoral Researcher**, University of Lapland, Rovaniemi, Finland.
- 01.10.2019 – 29.02.2020, **Postdoctoral Researcher**, Koc University, İstanbul, Türkiye.
- 01.09.2014 – 25.09.2019, **Research & Teaching Assistant**, Koc University, İstanbul, Türkiye.
- 01.09.2011 – 01.09.2013, **Head of Design**, MAS Intercom, İstanbul, Türkiye.

CAREER BREAKS

- 04.10.2013 – 02.04.2014, Military Service

LANGUAGE SKILLS

Turkish, Native Language

English, Self-assessed - Listening (C2), Reading (C2), Speaking (C2), Writing (C2)

RESEARCH FUNDING AND GRANTS

- 01.09.2024 – 31.08.2028,
Playful Biomaterials (PLAY-BIO): Designing for More-than-Human Relations in Everyday Life
 Research Council of Finland, Research Fellowship, **592,627 €**
Role: PI (Individual Application);
- 01.01.2024 – 31.12.2026,
VIRTUFASHION: A Fashion Accessory Bridging Physical Body and the Virtual Avatars
 Business Finland, R2B, **630,944 €**
Role: Participation in writing sections, reviewing & editing (PI: Shiva Jabari)

RESEARCH OUTPUT

Publications:

The total number of scientific publications is **43**, including **2** book chapter, **6** journal articles, **16** peer-reviewed conference proceedings and **19** extended abstracts.

BOOK CHAPTERS

- C1.** Häkkinen, J., Genç, Ç., & Colley, A. (2024). **Prototyping Techniques for UX Research**. In Stephanidis, C. & Salvendy, G. (Eds.), *User Experience Methods and Tools in Human-Computer Interaction* (pp. 330-349). CRC Press.
- C2.** Harjuniemi, E., & Genç, Ç. (2020). **Arctic and Traditional Textile Techniques as Inspiration for Electronic Textiles**. In T. Jokela & G. Coutts (Eds.), *Tradition and Innovation in Art and Design Education* (pp. 178-194). Relate North.

JOURNAL ARTICLES (PEER-REVIEWED)

- J1.** Tan, B. G., Sakman, Ö. K., Buruk, O. O., Genç, Ç., Havlucu, H., Beşevli, C., ... & Özcan, O. (2025). **Developing a scale for design thinking mindset and abilities: Measuring the course impact among multidisciplinary undergraduate students**. *International Journal of Technology and Design Education*, 1-31.
- J2.** Ahmed, E., Cosio, L. D., Genç, Ç., Hamari, J., & Buruk, O. O. (2025). **Co-Designing Companion Robots for the Wild: Ideating Towards a Design Space**. *International Journal of Human-Computer Interaction*, 1-26.
- J3.** Jabari, S., Shaikh, A., Genç, Ç., Buruk, O., Virkki, J., & Hamari, J. (2024). **A Systematic Literature Review on Computational Fashion Wearables**. *International Journal of Human-Computer Interaction*, 40(22), 6913-6940.
- J4.** Genç, Ç., Raudanjoki, Ö., Colley, A., & Häkkinen, J. (2022). **Augmenting Human Appearance through Technological Design Layers**. *Frontiers in Computer Science*, 4, 755451.
- J5.** Genç, Ç., Buruk, O. T., Yılmaz, S. İ., Can, K., & Özcan, O. (2018). **Exploring computational materials for fashion: Recommendations for designing fashionable wearables**. *International Journal of Design*, 12(3), 1-19.
- J6.** Genç, Ç., Buruk, O. T., Özcan, O., Yılmaz, S. İ., & Can, K. (2017). **Forming visual expressions with augmented fashion**. *Visual Communication*, 16(4), 427-440.

CONFERENCE PROCEEDINGS (PEER-REVIEWED)

- CP1.** Jabari, S., Shaikh, A., Genç, Ç., Spors, V., Virkki, J., Buruk, O., & Hamari, J. (2026, In-press). **"Standing Out While Blending In:" Learning from Experts about Designing Fashionable Wearable Experiences**. In *Proceedings of the 2026 Conference on Human Factors in Computing Systems (CHI'26)*.
- CP2.** Ahmed, E., Genç, Ç., Spors, V., Hamari, J., & Buruk, O. (2026, In-press). **Roaming with a Robot: Analyzing the Experiences and Understanding the Dimensions of Designing Human-Robot Walking Interactions**. In *Proceedings of the 2026 Conference on Human Factors in Computing Systems (CHI'26)*.
- CP3.** Genç, Ç., Bertran, F. A., Buruk, O., Jung, S., Spors, V., & Hamari, J. (2025, October). **Exploring Roles and Purposes in More-than-Human Design through a Reflexive Design Studio**

- Experiment.** In *Proceedings of the 28th International Academic Mindtrek Conference* (pp. 272-284).
- CP4.** Jabari, S., Shaikh, A., **Genç, Ç.**, Buruk, O., Virkki, J., & Hamari, J. (2025, October). **A Visual Review of Computational Fashion Wearables: Design Directions through Sketching.** In *Proceedings of the 28th International Academic Mindtrek Conference* (pp. 231-246).
- CP5.** **Genç, Ç.**, Spors, V., Buruk, O. T., Thibault, M., Masek, L. & Hamari, J. (2024). **Transhuman Communication: Human Augmentation Technologies through Co-Speculation Workshops.** In *Proceedings of the ACM on Human-Computer Interaction*, 8 (CSCW2), 1-26.
- CP6.** **Genç, Ç.**, Bertran, F. A., Gabrielaitis, L., Ahmed, E., & Spors, V. (2024, October). **Designing Our Way Through Abstractions: Calling for More Practice-based More-than-Human Design Research.** In *Proceedings of the Halfway to the Future Symposium* (pp. 1-10).
- CP7.** **Genç, Ç.**, Spors, V., Buruk, O. T., Thibault, M., Masek, L. & Hamari, J. (2024, February). **Envisioning Transhuman Communication Research: Speculative Human Augmentation Technologies and Fictional Abstracts.** In *Proceedings of the Seventeenth International Conference on Tangible, Embedded, and Embodied Interaction* (pp. 1-13).
- CP8.** Bertran, F., Márquez Puig, J., Llop Cirera, M., Forest Illas, E., Planas Bertran, J., Forts Plana, E., Buruk, O., **Genç, Ç.**, Thibault, M., & Hamari, J. (2023). **Designing and Using the Wild Probes Toolkit (v1) to Co-Design From-the-Wild.** In *Proceedings of the 2023 ACM Designing Interactive Systems Conference*. Carnegie Mellon University.
- CP9.** **Genç, Ç.**, Launne, E., & Häkkinen, J. (2022, October). **Interactive Mycelium Composites: Material Exploration on Combining Mushroom with Off-the-shelf Electronic Components.** In *Nordic Human-Computer Interaction Conference (NordCHI '22)* (pp. 1-12), October 8–12, 2022, Aarhus, Denmark. ACM, New York, NY, USA
- CP10.** Buruk, O. O., **Genç, Ç.**, Yıldırım, İ. O., Onbaşlı, M. C., & Özcan, O. (2021, May). **Snowflakes: A Prototyping Tool for Computational Jewelry.** In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems* (pp. 1-15).
- CP11.** **Genç, Ç.**, Roinesalo, P., Raudanjoki, O., & Hakila, J. (2021, May). **Exploring a Textile-based Shadow Lamp Display Incorporating Shape Memory Alloys.** In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 131-136)
- CP12.** **Genç, Ç.**, Colley, A., Löchtefeld, M., & Häkkinen, J. (2020, September). **Face mask design to mitigate facial expression occlusion.** In *Proceedings of the 2020 International Symposium on Wearable Computers* (pp. 40-44).
- CP13.** Börütecene, A., Bostan, I., Akyürek, E., Sabuncuoğlu, A., Temuzkusu, I., **Genç, Ç.**, ... & Özcan, O. (2018, March). **Through the Glance Mug: A Familiar Artefact to Support Opportunistic Search in Meetings.** In *Proceedings of the Twelfth International Conference on Tangible, Embedded, and Embodied Interaction* (pp. 674-683).
- CP14.** Ramoğlu, M., **Genç, Ç.**, & Rızvanoğlu, K. (2017). **Programming a robotic toy with a block coding application: A usability study with non-programmer adults.** In *Design, User Experience, and Usability: Theory, Methodology, and Management: 6th International Conference, DUXU 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part I 6* (pp. 652-666). Springer International Publishing.
- CP15.** Börütecene, A., Bostan, İ., Şanlı, G., **Genç, Ç.**, Göksun, T., & Özcan, O. (2017). **Coffee Cup Reading as an Inspiration for Looking into Augmented Mugs in Social Interaction.** In *Design, User Experience, and Usability: Understanding Users and Contexts: 6th International Conference, DUXU 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part III 6* (pp. 199-218). Springer International Publishing.

CP16. Genç, Ç., Soomro, S., Duyan, Y., Ölçer, S., Balcı, F., Ürey, H., & Özcan, O. (2016, May). **Head Mounted Projection Display & Visual Attention: Visual attentional processing of head referenced static and dynamic displays while in motion and standing.** In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (pp. 1538-1547).

POSTERS (PEER-REVIEWED EXTENDED ABSTRACTS)

- EA1.** Luo, S., Jiang, W., Miao, J., Wang, H., Zhao, D., Xu, J., **Genç, Ç.,** Buruk, O. (2026, In-Press). **Asking Water with Stones: Designing Playful Dialogues with Water System to Build Connection between Human and Water Ecosystems.** In *Proceedings of the 20th Conference on Tangible, Embedded and Embodied Interaction (TEI'26)*.
- EA2.** Jabari, S., Slezas, A., Demircan, B., Sarkar, S., & **Genç, Ç.** (2025, April). **Druid:(Re) connecting with Nature through Computational Fashion Wearables.** In *Proceedings of the Extended Abstracts of the CHI Conference on Human Factors in Computing Systems* (pp. 1-7).
- EA3.** **Genç, Ç.,** Altarriba Bertran, F., Buruk, O. O., Jung, S., Spors, V., & Hamari, J. (2024, October). **Shroom Cards: Playful Exploration of Human Positionalities for More-than-Human Design.** In *Companion Proceedings of the 2024 Annual Symposium on Computer-Human Interaction in Play* (pp. 97-103).
- EA4.** Ahmed, E., **Genç, Ç.,** Spors, V., & Hamari, J. (2024, August). **Walking Your Robot Dog: Experiences and Lessons Learned.** In *2024 33rd IEEE International Conference on Robot and Human Interactive Communication (ROMAN)* (pp. 2264-2271). IEEE.
- EA5.** **Genç Ç.,** Spors, V., Buruk, O., Thibault, M., Masek, L., & Hamari, J. (2023, October). **Crafting Bodies and Auras: Speculative Designs for Transhuman Communication.** In 26th International Academic Mindtrek Conference (Mindtrek '23), October 03–06, 2023, Tampere, Finland. ACM, New York, NY, USA, 5 pages.
- EA6.** **Genç, Ç.,** Puro, E., & Häkkinä, J. (2022, September). **Decoleaves: Exploring nfc technology for energy harvesting and concealed input on interactive fashion with dynamic graphics.** In *Proceedings of the 2022 ACM International Symposium on Wearable Computers* (pp. 120-122).
- EA7.** **Genç, Ç.,** Havlucu, H., Puro, E., Colley, A., & Häkkinä, J. (2022). **WearEC Kits: Designing Toolkits for Exploring Subtle Visual Outputs on Wearables with Electrochromic Displays.** In *Proceedings of Mensch und Computer 2022* (pp. 550-555).
- EA8.** **Genç, C.,** Roinesalo, P., & Häkkinä, J. (2022, March). **Alju Dress: Pets as a metaphor for wearable display designs.** In *Proceedings of the Augmented Humans International Conference 2022* (pp. 347-350).
- EA9.** Colley, A., **Genç, Ç.,** Löchtfeld, M., Mueller, H., Jensen, W., & Häkkinä, J. (2021, August). **Exploring Button Design for Low Contrast User Interfaces.** In *IFIP Conference on Human-Computer Interaction* (pp. 411-415). Springer, Cham.
- EA10.** **Genç, C.,** Roinesalo, P., Raudanjoki, O., & Häkkinä, J. (2021, May). **Exploring a Textile-based Shadow Lamp Display Incorporating Shape Memory Alloys.** In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 131-136).
- EA11.** Raudanjoki, Ö., **Genç, Ç.,** Hurtig, K., & Häkkinä, J. (2020, November). **ShadowSparrow: an ambient display for information visualization and notification.** In *Proceedings of the 19th International Conference on Mobile and Ubiquitous Multimedia* (pp. 351-353).

- EA12. Genç, Ç., Kantola, V., & Häkkinen, J. (2020, November). **Decolive jacket with battery-free dynamic graphics**. In *Proceedings of the 19th International Conference on Mobile and Ubiquitous Multimedia* (pp. 338-340).
- EA13. Genç, Ç., Ekmekçioğlu, Y. A., Balci, F., Ürey, H., & Özcan, O. (2019, May). **Howel: A Soft Wearable with Dynamic Textile Patterns as an Ambient Display for Cardio Training**. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems* (pp. 1-6).
- EA14. Genç, Ç., Erkaya, M., Balci, F., & Özcan, O. (2018, May). **Exploring dynamic expressions on soft wearables for physical exercises**. In *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems* (pp. 147-152).

WORKSHOPS & COURSES (PEER-REVIEWED EXTENDED ABSTRACTS)

- EA15. Kaygan, H., Genç, Ç., Buruk, O. O., Jørgensen, I. K. H., & Gabrielaitis, L. K. (2024, October). **The Deep Body: Exploring users' insides through design fiction**. In *Proceedings of the 27th International Academic Mindtrek Conference* (pp. 325-329).
- EA16. Genç, C., Buruk, O. O., Jabari, S., Jones, L., Ragozin, K., Hartman, K., ... & Häkkinen, J. (2022, April). **Toolkits & Wearables: Developing Toolkits for Exploring Wearable Designs**. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-5).
- EA17. Löchtefeld, M., Jensen, W., Genç, Ç., & Häkkinen, J. (2022, April). **Prototyping and Design of Transparent and Flexible Electrochromic Displays**. In *CHI Conference on Human Factors in Computing Systems Extended Abstracts* (pp. 1-3).
- EA18. Löchtefeld, M., Jensen, W., & Genç, Ç. (2021, May). **Prototyping of transparent and flexible electrochromic displays**. In *Proceedings of the 20th International Conference on Mobile and Ubiquitous Multimedia* (pp. 179-181).
- EA19. Genç, Ç., Colley, A., Buruk, O. O., Pakanen, M., & Gugenheimer, J. (2020, October). **Exploring Wearable Output Modalities-Screens & Beyond**. In *Proceedings of the 11th Nordic Conference on Human-Computer Interaction: Shaping Experiences, Shaping Society* (pp. 1-3).

THESIS

- Genç, Ç. (2019). **Exploring Design of Soft Wearables as Personal Ambient Displays with Dynamic Textile Patterns for Cardiovascular Training** (Doctoral dissertation, Koç University).

Other Research Outputs

DESIGN TOOLS

“[Shroom Cards](#)” a design toolkit for practicing posthuman (more-than-human) design. Published in the proceedings of **MindTrek’25** and in the companion proceedings of **CHI PLAY’24**.
Role: Design Researcher leading Research and Toolkit Development **Collaborators:** Yuxi Chen, Ferran Altarriba Bertran, Oğuz ‘Oz’ Buruk, Sangwon Jung, Velvet Spors, and Juho Hamari

“[Snowflakes](#)” a toolkit for designing interactive jewelry. Published in the proceedings of CHI’21 .

Role: Design Researcher, Prototype Development **Collaborators:** Oğuz ‘Oz’ Buruk, İhsan Ozan Yıldırım, Mehmet Cengiz Onbaşlı, and Oğuzhan Özcan

SELECTED RESEARCH PROTOTYPES

“[Druid](#)” a fashionable wearable prototype, connecting virtual and physical realms. Exhibited and awarded with **Honorable Mention** in **Student Design Competition** at **CHI’25**.

Role: Co-advisor **Collaborators:** Oğuz ‘Oz’ Buruk, Shiva Jabari, Beste Demircan, Adas Slezas

“[DecoLeaves](#)” an interactive jacket with dynamic patterns, is developed by me as a research prototype, exhibited and received the **Best Design Award** (aesthetics category) at **ISWC 2022 Juried Design Exhibition, Online, September 2022**.

Role: Concept Design & Implementation **Collaborators:** Veera Kantola & Jonna Häkkinä

RESEARCH SUPERVISION AND LEADERSHIP EXPERIENCE

Supervision:

I have co-supervision experience of **three Ph.D.** and **one Masters’ Degree** students. In all, I act as the day-to-day supervisor who provides guidance to students in their research planning and execution, whereas the other co-supervisors either oversee the general progress of the students or help with different disciplinary aspects of the research.

2025 – Ongoing

Yuxi Chen, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk and Prof. Juho Hamari)

I am in charge of day-to-day supervision, supervising the research planning and progression.

2024 – Ongoing

Beste Demircan, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk)

I am in charge of day-to-day supervision, supervising the research planning and progression.

*The thesis works, so far, yielded an **Extended Abstract publication at CHI’25** and **a full paper submission to DIS’26***

Adas Slezas, Ph.D., Tampere University, Finland

(Co-supervision with Asst. Prof. Oğuz Buruk, Asst. Prof. Mattia Thibault and Assoc. Prof. Guo Freeman)

I am in charge of day-to-day supervision, supervising the research planning and progression.

*The thesis works, so far, yielded an **Extended Abstract publication at CHI’25**.*

2021 – 2022

Emilia Launne, MA, University of Lapland, Finland

(Co-supervision with Prof. Jonna Häkkinä).

I was in charge of day-to-day supervision, supervising the research planning and progression.

*The master’s thesis yielded **a full paper publication at NordiCHI’22**.*

Mentoring:

Mentoring tasks include project-based mentoring of the students helping the particular phases of the research actively.

2022 – Current

Shiva Jabari and **Eshtiaq Ahmed**, Ph.D., Tampere University, Finland

(Supervisors: Oğuz Buruk, Juho Hamari)

*The mentoring processes yielded one exhibition appearance at **Milano Jewellery Week 2022**.,*

and several peer-reviewed publications: *Two journal articles (IJHCI), three full papers in conference proceedings (CHI'26 and Academic Mindtrek'25), and two Extended Abstracts (CHI'25 and ROMAN'24).*

2022 – 2022

Özge Raudanjoki and Paula Roinesalo, Ph.D., University of Lapland, Finland
(Supervisor: *Jonna Häkkinen*)

The mentoring processes yielded two peer-reviewed short papers (MUM'21) and two peer-reviewed Extended Abstracts (MUM'20) and at AHs'22.

TEACHING MERITS

I took part in the development of teaching materials for and (co-)instruction of **7** different graduate/undergraduate courses. The most recent ones of them are listed below:

(CO-)INSTRUCTOR

2023 – Ongoing (Spring)

Co-instructor

HTI.042 – Design From the Future – Critical, speculative and Fictional Design
(5 ECTS), Graduate/Undergraduate, Tampere University, Tampere, Finland

2022 (Fall)

Instructor

SDL.68 – Workshop on Speculative Design on Transhuman Communication Technologies
(3 ECTS), Graduate/Undergraduate, Tampere University, Tampere, Finland

2020 – 2022 (Fall)

Co-Instructor

UCREA1015 - Interactive Materials and Digital Craft
(5ECTS), Graduate/Undergraduate, University of Lapland, Rovaniemi, Finland

2017 – 2019

Co-Instructor

Design Thinking Professional Training
Professional Training for the employees of the [Arçelik A.Ş.](#); Türkiye

COURSES DEVELOPED

2020 – 2022 (Spring)

MDEN0118-3033 - Participatory Design & Interactive Prototypes
(3 ECTS), Graduate/Undergraduate, University of Lapland, Rovaniemi, Finland

2020 – 2022 (Spring)

MAVA 450 - Designing Fashionable Wearables
(5 ECTS), Undergraduate, Koc University, İstanbul, Türkiye

GUEST LECTURER

2025 (Spring) **EUT 4902E Graduation Project**

Remote, Istanbul Technical University, Türkiye

2023-2026 (Spring) **SDL.650 Gamification Theory, Design and Practice**

Remote, Tampere University, Finland

2022 (Fall) **MUO-E3058 - Wearable technology and Functional wear**

Remote, Aalto University, Finland

PEDAGOGICAL TRAINING

2014 (Fall) **TEACH500 - KOLT Teaching Assistant (TAs) Training**

This course was offered by Koc University for Ph.D. students. It is composed of a training program that consists of effective teaching workshops and group or individualized microteaching sessions.

AWARDS AND HONORS

ACADEMIC AWARDS

2023 – **“Best Poster”** award for poster paper, *“Crafting Bodies & Auras: Speculative Designs for Transhuman Communication”* at **Mindtrek’23 Academic Conference**

2022 – **“Best Design”** award for *“DecoLeaves”*, an interactive jacket prototype, in the Aesthetic Category of *ISWC’22 Juried Design Exhibition*

2018 – **“Honorable Mention”** award for Poster Presentation of *“Exploring dynamic expressions on soft wearables for physical exercises”* at *DIS’18 Conference*

2019 – **“Academic Excellence”** award given by *Koc University* (Given based on the academic accomplishments achieved during my Ph.D.)

DESIGN AWARDS

2014 – **“Honorable Mention”** award given for my *beverage packaging design* by *National Plastic and Metal Packaging Design Competition (Türkiye)*.

2011 – **“Second-Place”** award given for my *fruit packaging design* by *Olmuxsa Corrugated Cardboard Design Competition (Türkiye)*.

SCHOLARSHIP

2014-2019 – **Graduate School of Social Sciences and Humanities Fellowship** awarded to Outstanding PhD Students (Koç University, Türkiye)

OTHER KEY ACADEMIC MERITS, SUCH AS

CHAIRING DUTIES

2026 - **General Co-Chair** (*Academic Mindtrek 2026*),

2024 -2025 – **Design Co-Chair** (*CHI PLAY Conference*), **Workshop Co-Chair** (*Academic Mindtrek*)

2023 - **Design Co-Chair** (*Academic Mindtrek & GamiFIN*), **Bid Preparation** (for having *CHI PLAY’24* at Tampere, Finland)

2021 – **Student Volunteer Chair** (*Augmented Humans*)

EDITORIAL COMMITTEES

Associated Chair in the *Design subcommittee at CHI’25-’26*. the *User Experience subcommittee at CHI’24*

Co-Chair of the *Fictional, Speculative and Critical Futures at Academic Mindtrek’25*

Peer-reviewing in academic conferences such as *CHI’26-’25-’24-’23-’21-’20*, *DIS’24-’22-’21*, *TEI’24-’22-’21*, *AIS’25*, *NordiCHI’22-’20*, *MUM’22-’20*, *AHS’22-’21* *MobileHCI’21*, *ACI’20*, *INTEARCT’23-’21*, *Nordes’25* and *Cumulus’24* and journals such as *ToCHI* and *AIS Transactions on Human-Computer Interaction*.

SCIENTIFIC AND SOCIETAL IMPACT

As part of my attempts to promote open science & research, I put effort into organizing public exhibitions, as well as production and distribution of design tools that communicate design knowledge resulting my research.

EXHIBITIONS:

"**DECOCHROM**" exhibition demonstrating research prototypes of [DecoChrom](#) Project at Gallery Kilo, Rovaniemi, Finland, March 2022.

Role: Curation & Contributor.

"**TRANSFORM**" exhibition demonstrating student prototypes from the co-instructed course (UCREA 1006 Product Design for Tangible Interaction) at University of Lapland, Rovaniemi, Finland, May 2021.

Role: Co-instructor, Organizer & Technical Advisor.

"**Dynamic Wearables**" exhibition demonstrating research prototypes of [TechFashion](#) Project at Gallery Hämärä, Rovaniemi, Finland, April 2021.

Role: Organizer & Contributor.

DESIGN TOOL PRODUCTION & DISTRIBUTION:

"[Shroom Cards](#)", a design toolkit for practicing posthuman (more-than-human) design, was developed for distributing our research outcome to make it accessible to public. I continue introducing and distributing them in invited talks to relevant communities:

2025 (Oct) – [D+PH Tools & Method Sessions Event](#) of [DESIGN+POSTHUMANISM NETWORK](#), network engages critical posthumanism via design practices, education, and research

2025 (Oct) – [VME4CHI](#), a multi-disciplinary HCI research community at the University of Vaasa.